AGB-AMGE-USA **KONAMI INSTRUCTION BOOKLET**

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

ConvulsionsAltered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

For more information on this product's rating, call 1-800-771-3772 or visit http://www.esrb.org

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARETRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

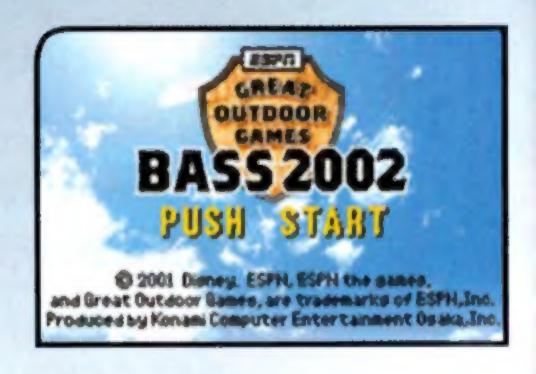
TABLE OF CONTENTS

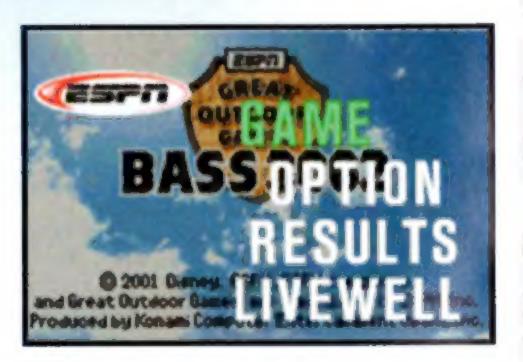
| STARTING UP | 04 |
|--------------------|----|
| CONTROLS | 05 |
| MAIN MENU | 06 |
| GAME SCREENS | 08 |
| SELECTING LURES | 11 |
| FREE FISHING | 12 |
| TOURNAMENT | 12 |
| CHANGING LOCATIONS | 15 |
| SAVING GAMES | |
| CABLE VERSUS MODE | 17 |
| CREDITS | 19 |
| NOTES | 22 |
| WARRANTY | |
| CUSTOMER SUPPORT | 24 |

Thank you for purchasing ESPN Great Outdoor Games - Bass 2002(tm). To get the most from your gaming experience, please read this manual before starting play. Additionally, please keep it in a safe place so you can refer to it easily. At Konami, we continuously strive to improve our products. As a result, your product may differ slightly from someone else's, depending on the date of purchase.

STAATIIGUP

- 1. Insert the ESPN Great Outdoor Games Bass 2002 Game Pak into your Game Boy® Advance and turn it on.
- 2. When the Title Screen appears, press START to display the Main Menu.
- 3. Press the Control Pad [up/down] to select GAME and press the A Button.
- 4. Enter your name on the Name Grid. Press the Control Pad to select a letter and press the A Button to enter it on the NAME line. If you want to backspace, press the B Button. When you have your name the way you want it, select OK and press the A Button.
- 5. Select TOURNAMENT, FREE FISHING or CABLE VERSUS and press the A Button.



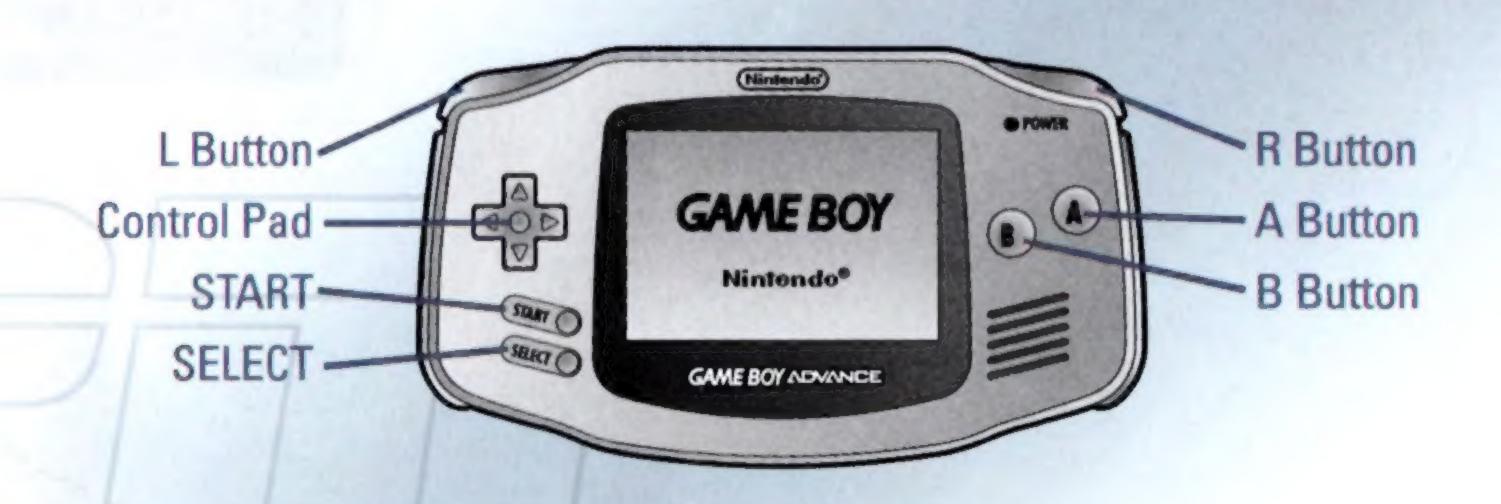






CONTROLS

| Landing a Fish |
|---|
| Control the rod Control Pad [up/down] |
| Reel in line A Button |
| Pay out line |
| Reel line in all the way A + B Button |
| Tackle Box |
| Open tackle box |
| Select lure Control Pad [left/right] + A Button |
| Change lure color Control Pad [up/down] |
| |



MAIN MENU

GAME

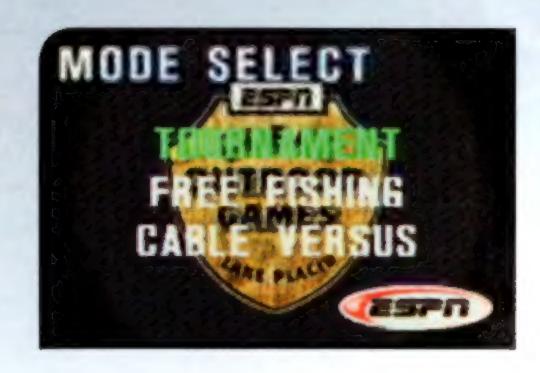
Play TOURNAMENT or FREE FISHING, or challenge a friend in CABLE VERSUS mode.

OPTION

NAME EDIT: Change your name.

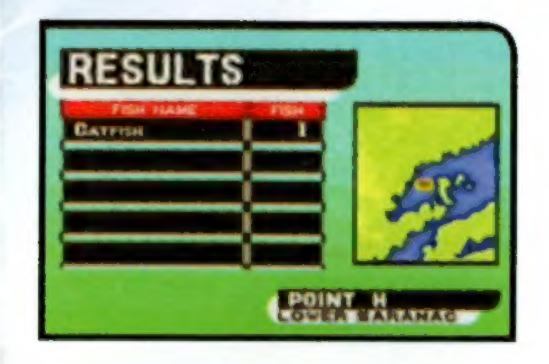
NEW GAME: This removes saved game data so you can begin a new game. All saved data will be lost. Select YES if you want to erase old game data.

SOUND: Press the Control Pad [left/right] to select SPEAKER sound or HEADPHONE sound.









RESULTS

View the results of any spot you have fished. Press the Control Pad to select a Lake and press the A Button. Press the Control Pad to select a point and press the A Button to see results. The notice "You have not yet fished here" appears in places you have not caught any fish or visited.



LIVE WELL

Check out the fish you caught during the last round of competition. Press the Control Pad to select a fish. If you caught any of the selected species, its name and size description appear at the top of the screen. Select the fish you want to take a look at and then press the A Button to see further details.

GAME SCREENS



ABOVE WATER

ROD: Point the rod in the direction you want to cast by pressing the Control Pad [left/right].

POWER METER: Use the Power Meter to set the power of the cast. Start the meter by pressing the A Button. Cast by pressing the A Button again. The distance of the cast depends on how full the meter is when you press the A Button the second time. A partial fill (in the green areas) results in a short cast. Pressing the A Button when the meter is full results in a long cast.

CONDITIONS: Check the top of the screen to see the time of day and temperature.

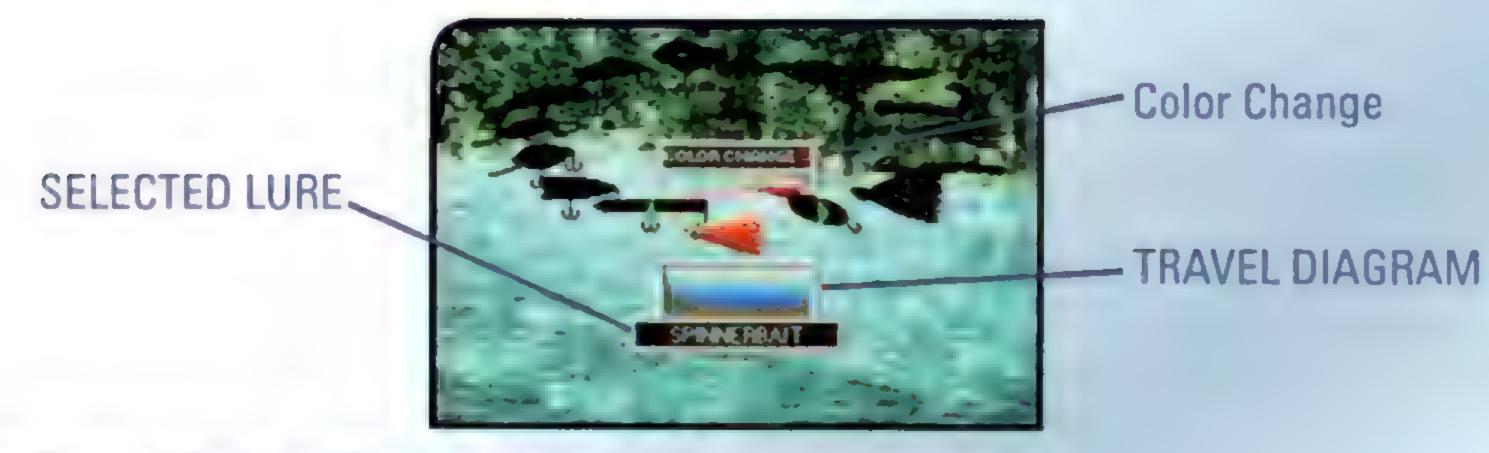
Temperature affects the activity of bass including the depth they swim at and how they feed.

LINE INDICATOR: The Line Indicator shows the distance of your cast.

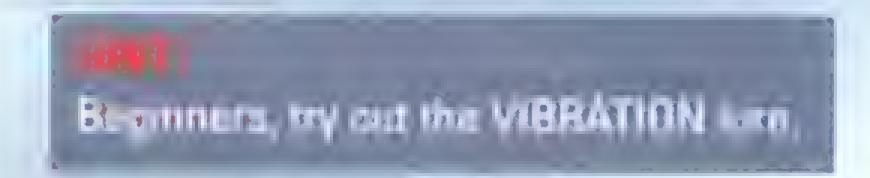


THE TACKLE BOX

Press the B Button before casting to choose the type and color of the lure you want to use.



- Press the Control Pad [left/right] to select a lure.
- Press the Control Pad [up/down] to change the color or the lure.
- View the TRAVEL DIAGRAM of the selected lure to see how to draw the lure through the water.





UNDERWATER

After casting, you see the underwater view. LINE INDICATOR: The Line Indicator shows how much line you have out. As you reel in the line, watch the indicator to judge how close you are to landing your fish.



DEPTH GAUGE: Shows the depth of the lure, the blue gauge shows the depth from the bottom of the lake, whereas the brown gauge indicates the lake bottom/mud. Certain species of fish may be at a certain depth. If you are attracting non-target fish or no fish, try changing the depth of the lure.

APL/TENSION METER:

APL METER: Before you hook a fish, this meter shows how the lure is attracting the fish. Try to hit the A Button differently, at the continuous hits, at random, etc, to see how it works. If the APL meter is on the red zone, the lure is really attracting the fish. Also, check out how the lure should move in the Tackle box screen.

TENSION METER: After you hook a fish, the meter shows the tension on the line. Too much tension may result in the fish breaking the line. When the Tension Meter enters the red zone, a line break is probable.

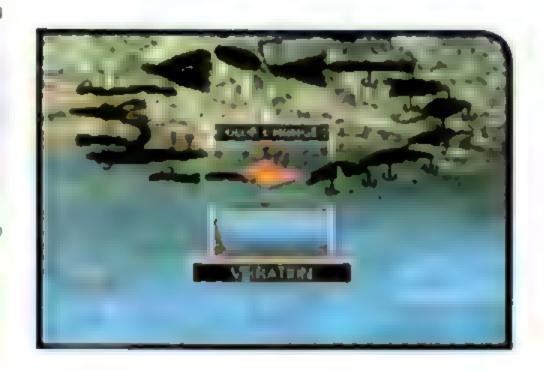
- Tap the A Button to reel in the fish.
- Tap the B Button to pay out line and reduce line tension.
- Tap the A and B Button simultaneously to reel the line all the way.



SELEGIII LURES

Lures perform differently. Some lures such as pencil bait and poppers float or stay close to the surface. Others such as jerk bait sink right to the bottom. Crankbait floats until you reel it in causing it to wobble and dive. Vibration lures send out noise through the water to attract fish. Experiment with different lures to see what the fish are hitting on.

- If you are hooking non-target species, change lures.
- If the fish are not biting, changing the color of the selected lure may be all you need to do.



TECHNIQUE

View the Travel diagram of a selected lure. The track shows whether the lure floats or sinks and the optimum method for reeling it in. Practice pressing the A Button to get optimum performance from the selected lure.

TEMPERATURE

Temperature affects the activity of bass including the depth they swim at and how they feed.



TEOURAL ENTE

FREE FISHING

Try FREE FISHING to practice without the hose constraints of a teamwanent. You can learn have breek perform to a which ones may be best for your lishing style.



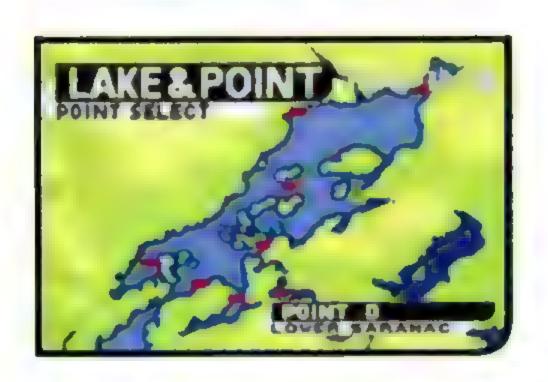
TOURNAMENT

Begin a tournament with a Qualifying Round. The top 5 contenders move on to the Final Round.

- You can keep a maximum of 5 target fish in your LIVE WELL during the tournament and present them for the Check in.
- Win by landing the highest total weight of the target species.
- The target fish are shown at the beginning of the tournament. Press the Control Pad [left/right] to cycle through the target fish for the upcoming round.
- You must make your best catches within the specified time limit. Before the tournament begins, the Current Time and Tournament Finish Time will display on screen. Check your time during the tournament in the Conditions box.
- Any fish under 12 inches in length is automatically disqualified.







LAKE & POINT

The starting point is decided at random. Press A Button to start fishing.

RESULTS SCREEN

When tournament time is up, press the A Button to display the Results screen to see your totals including:

- Each fish caught and its weight.
- The total weight of all target fish caught.

To open the Result Screen during a tournament to check your catch or release fish:

- 1. Press START to pause the game and select Result.
- 2. Press the Control Pad [up/down] to review each fish.
- 3. Press the A Button to display the RELEASE option. Select RELEASE and press the A Button to let the fish go.

RANKING SCREEN

In the Results screen, press the A Button to display the Ranking screen. Press the Control Pad [down] to see all the fishermen and weight scores. The top 5 contestants move on to the finals. If you made the Finals, "You made the cut!" displays when you press the A Button to open the next screen.



CHECK IN

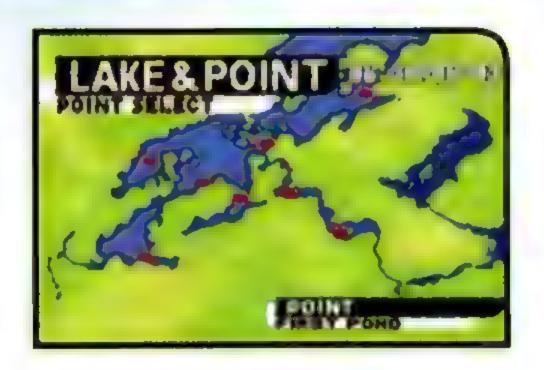
You don't have to wait until time is up to check results. If you think you have a winning catch, you can pause the game (press START) and select CHECK IN. Everyone's catch will be immediately displayed on the Results screen. If you are in the top 5, you proceed to the Finals.

THE FINALS

If you qualify in the top 5, you move on to the Final Round. The rules are the same as the Qualifying round.



CHANGING LOGATIONS





If the fishing is lousy in one location, move. To change to a different lake or point:

- 1. Press START to open the Pause screen, select CHANGE POINT and press the A Button.
- 2. If you want to change to a different major area, press the B Button. Press the Control Pad to select a major area and press the A Button.
- 3. Press the Control Pad to focus on a point within the selected area and press the A Button to begin fishing the new point.

TIME TO TRAVEL

Traveling from point to point takes time. During a tournament, the current time will display when you open the Lake and Point screen. Based on which new point you have selected, the travel time will be factored in and the new time will appear next to the current time. When you confirm the new location, the clock will jump forward to adjust for the time spent traveling.



SAUMO GAMES

When you qualify in a tournament or place in the top five finalists, the Save prompt will appear. Select YES to save your game data. Data saved includes:

- Tournament results for the last tournament show ranking of how you performed among 10 anglers in the Qualifying round and among 5 anglers in the Final round.
- Results for all visited fishing points under your name.

ERASING DATA

If you want to erase data, select OPTIONS from the Main Menu, select NEW GAME and choose YES when asked if you want to initialize.

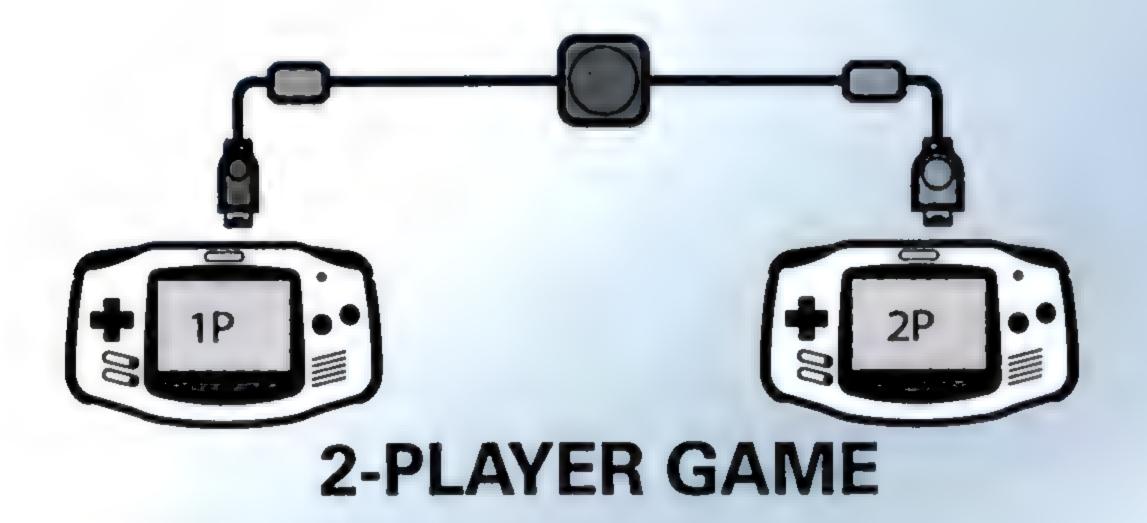




CABLE UEASES MODE

CABLE VERSUS MODE

Use the Game Boy® Advance Game Link® Cable in Cable Versus mode to complete against a friend.





CONNECTING THE GAME LINK® CABLE

You need two Game Boy® Advance systems, two ESPN Great Outdoor Games — Bass 2002 Game Paks, and one Game Link® Cable to play Vs. Mode.

- 1. Make sure the power of both Game Boy® Advance systems is OFF. Insert a Game Pak into each unit.
- 2. Connect the Game Link® Cable to the external extension connector on both units. (The unit connected to the smaller plug is 1P.)
- 3. Turn on the units.

PLAYING A CABLE VERSUS TOURNAMENT

To begin a Cable Versus game, both players select CABLE VERSUS on the Main Menu and press the A Button.

 WEIGHT: The winner is determined by the total weight of designated fish caught within a specified amount of time.



CHEDITS

KONAMI COMPUTER ENTERTAINMENT OSAKA, INC.

Producer
Sound Producer
Design Producer
Special Thanks
Chief Producer
Executive Producer

KONAMI CORPORATION

Yoshi Aoyagi Aki Saito Yukako Hamaguchi Osamu Maruyama Shigeru Araki Kazuhiro Namba Masa Otani Kazuhiko Uehara Kuniaki Kinoshita

KONAMI OF AMERICA

U.S. Producer

Product Manager

Executive Vice President of Sales, Marketing, and Operations

Vice President of Marketing

Vice President of Production Division

Vice President of Operations

Vice President of Business Development

Vice President of Sales

Director of Licensing

Director of Product Marketing

Director of Production

Senior Manager, Creative Services

Director of Marketing Communications

Special Thanks

Jake Neri, Gerald DeYounge, Chris Thomas, DEC and Raybrook

Scott Morris
Erica Mason
Dick Wnuk
Chris Garske
Randy Broweleit
Linda Stackpoole
Chris Bergstresser
Catherine Fowler
Sutton Trout
Rick Naylor
Sean House
Monique Catley
Cherrie McKinnon



DISNEY INTERACTIVE

Associate Producer

Assistant Producer

El

Senior Key Accounts Manager

Senior Manager, Marketing

Keith Hargrove

Eric Sorenson

Bill Kispert

Brad Schlachter

Special Thanks

Jan Smith, Steve Finney, Dan Winters, Matt Bostwick

ESPN ENTERPRISES

Vice President, ESPN Enterprises

Director, ESPN Enterprises

Consumer & Media Products

Marketing Manager, ESPN Enterprises

Tori Stevens

Mary B. Moore

Rolanda Gaines

Special Thanks

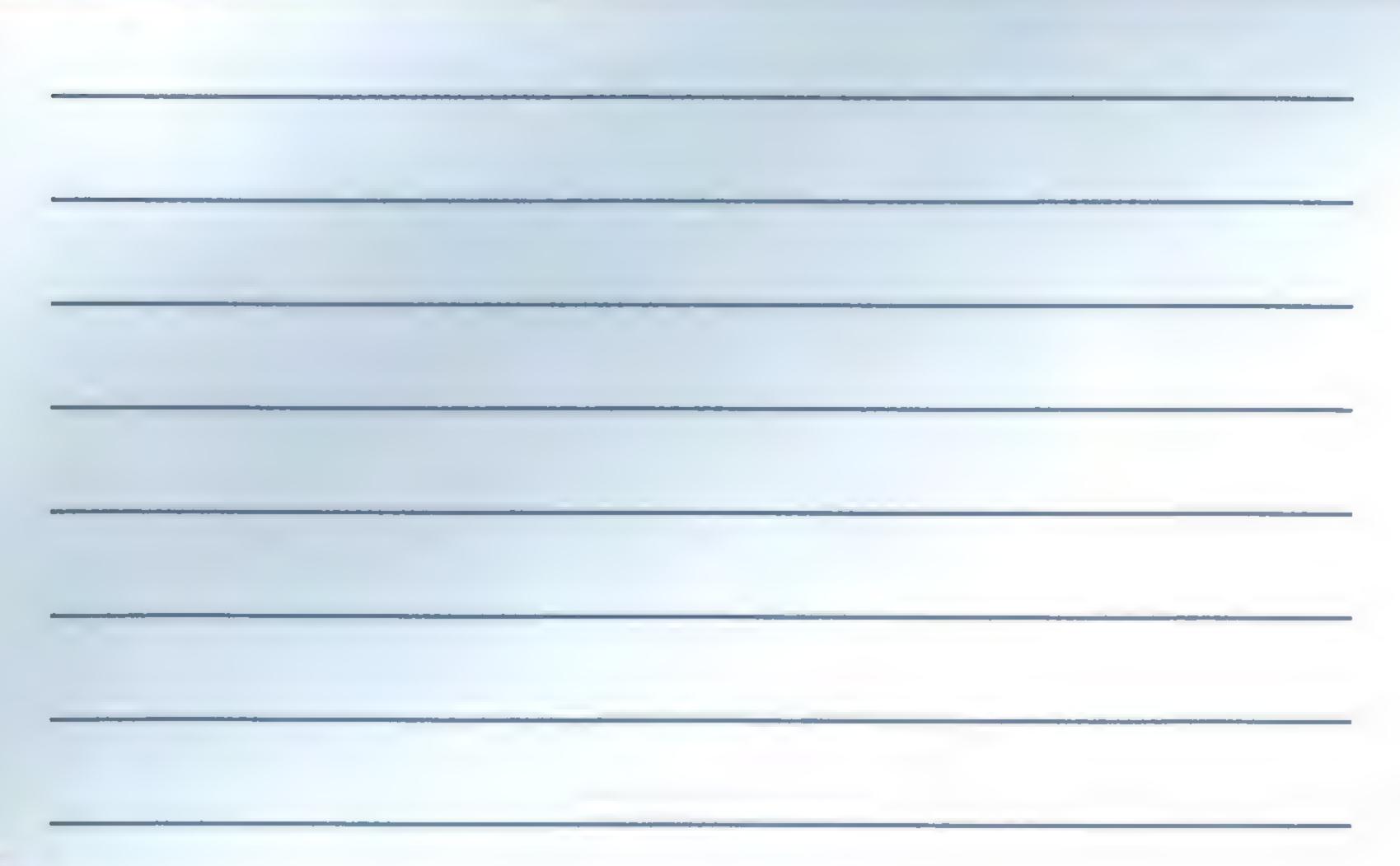
Tina Thornton- Coordinating Producer - Great Outdoor Games

Jerry Vaillancourt- Production Manager - Great Outdoor Games

Cadence Harkins- Manager, Operations – Great Outdoor Games



IIIIES





WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and work-manship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINE-TY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami of America, Inc. 1400 Bridge Parkway Redwood City, CA 94065

CUSTOMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

* \$0.95 per minute charge

* \$1.25 per minute support from a game counselor

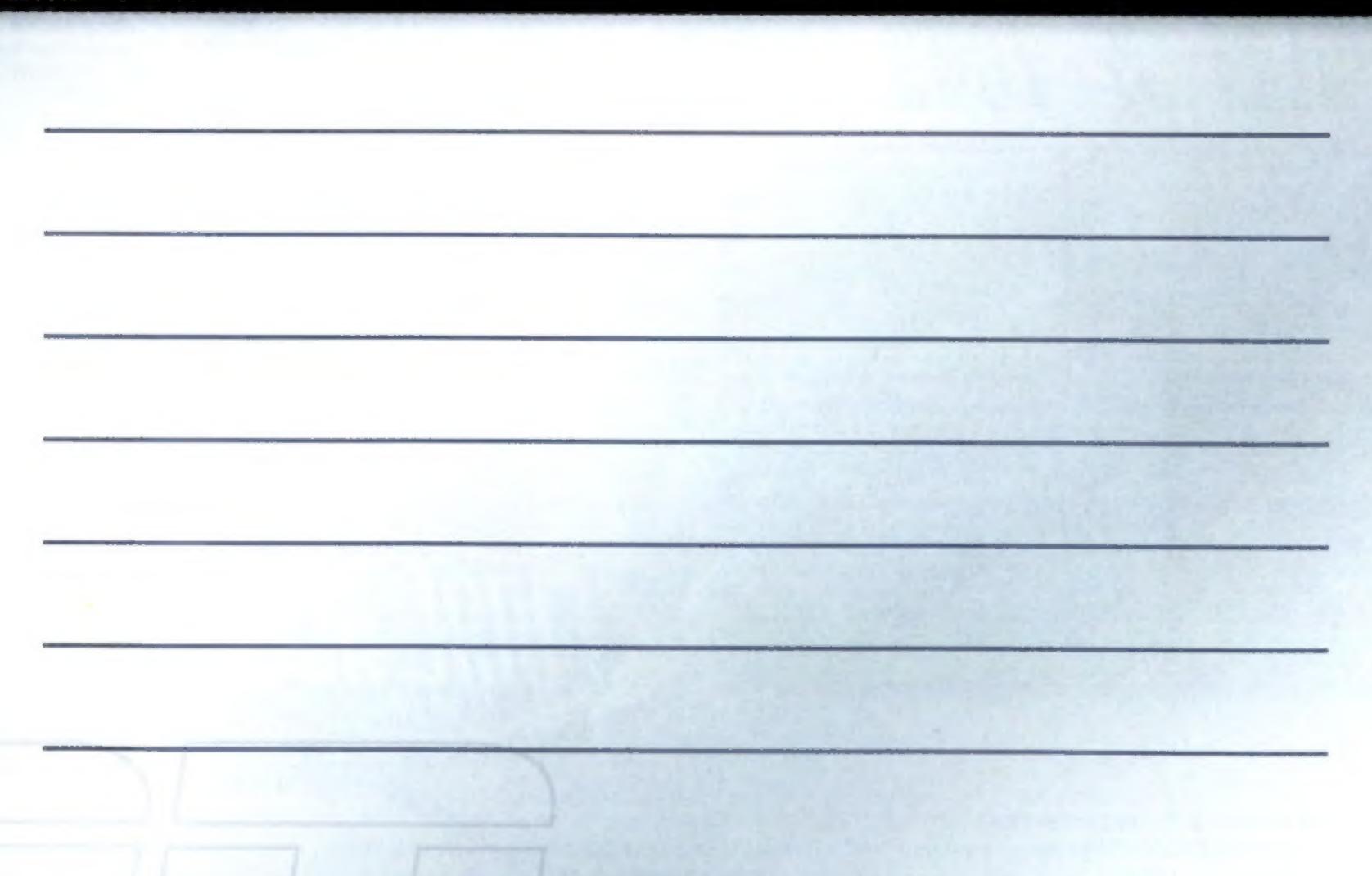
* Touch tone phone required

* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.



MITES





IN HOLES IN THE PALM OF YOUR HAND!



www.konami.com











Konami of America, 1400 Bridge Parkway, Redwood City, CA 94065

© 2001 Disney. ESPN and ESPN the games and Great Outdoor Games are trademark. FESPN, Inc.

© 2001 KONAMI ALL RIGHTS RESERVED. Final Round Golf™ is a trademark of KONAMI

CORPORATION. KONAMI® is a registered trademark of KONAMI CORPORATION. Produced by Konami Computer Entertainment Osaka, Inc.

PRINTED IN JAPAN